



BLASTEROIDS

A Blast from the Past!

Blasteroids™ is one of the premier space games of the 1980s. It's a classic, fun, addictive, and still one of the great space flying shooters that's been a classic space game.

Colorful, cartoonish video graphics are actually digital pictures of realistic objects.

Atari's new "blasts" sound effects are a definite addition to the game that provide improved player feedback.

One of two players is multiball, game play features maximum scoring potential.

Players can select from various different types of ships and weapons to customize game play.

Computer power and extra features are obtained by destroying special characters.

Your players will have a blast with Blasteroids.



The ultimate in space action games returns!



Atari® has created the ultimate in space action games in the ultimate of the universe, *Asteroids™*. By taking the highly successful game concept of yesterday and combining it with the technology of today, Atari has created a unique attraction for a new generation.

Players blast their way through four different galaxies filled with asteroids and other challenging obstacles. After clearing each galaxy, the player meets up with Makor, the green alien monster. Makor taunts the player with one of several voice phrases, including "Now you do, human." The player can choose from four different starting difficulties, based on the four galaxies he must conquer. At the end of the game the player is presented with the ultimate challenge against Makor.

Blasteroids brings back the best in exciting space shoot 'em up games and adds much more.

Distinctive transformation features: At the press of a button, players are able to change their ship into three different sizes, each with its own advantages and disadvantages for different game play situations.

Special temporary powers: As the enemy ships are destroyed, their hidden cargo is revealed. Players can acquire powers from the debris of the enemy ships they conquer.

A hidden source of energy: Crystals found within red asteroids provide the player with the energy he needs to survive.

Powerful sound effects: Atari's new Housequake™ sound system improves feedback to the player while drawing a crowd of spectators. The rumbling sound effect can be felt by players through the vibration of the cabinet.

Colorful, realistic graphics: Background space-scapes, pictures of space ships, asteroids and other obstacles are actually digitized pictures of real-life objects.

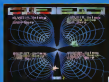
Competition and cooperation for two players: Players compete with each other for special attributes and power crystals. Cooperation pays off also as two players dock their spacecrafts for added firepower and armor. *Blasteroids'* one- or two-player simultaneous game play invites maximum earning potential.

Atari's maximum earning features: Player-selectable level of initial difficulty, buy-in and add-a-coin game continuation features.

Dimensions:

Height: 70 in., 178 cm Depth: 34 3/8 in., 87 cm
Width: 26 7/8 in., 70 cm Weight: 302 lbs., 137 kg

Distributed By:



Players select from four levels of starting difficulty.

Red asteroids must be destroyed to obtain fuel.



Players choose their own path through multiple sectors of each galaxy.



After clearing a sector the portal exit appears.



Players exit the galaxy through the space warp.



Makor must be conquered after clearing all the sectors of each galaxy.

